

ADDITIONAL FEATS

NINETEEN NEW FEATS FOR USE WITH DUNGEONS AND DRAGONS 5TH EDITION. BY AUSTIN PARKER.

FEATS

You must meet any prerequisite specified in a feat to take that feat. If you lose that feat's prerequisite, you can't use that feat until you regain the prerequisite.

AQUATIC AFFINITY

You are an expert at swimming, and can even fight under the water to some degree.

- You gain a swim speed of 10 feet.
- You can hold your breath for a number of rounds equal to your proficiency bonus + your Constitution modifier.

ART OF WAR

Your mastery of battle has taught you more diverse styles of fighting. You gain the following benefits.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You learn one Fighting Style from the Fighter class feature that you do not already know.

BLESSING OF THE DIVINE

Your faith in the gods is powerful. You gain the following benefits.

- Your Wisdom increases by 1, to a maximum of 20.
- Choose a Divine Domain, as detailed in the Cleric class, you gain one use of the Channel Divinity feature of that domain. If a Divine Domain grants two Channel Divinity features, you choose which one you get. Save DCs are equal to 8 + your proficiency bonus + your Wisdom modifier
- If you use the Turn Undead channel divinity feature, undead with a CR less than your level make their saving throw with Disadvantage.

CARPENTER

You have a sharp eye for the design of structures and know how to improve on existing buildings. You gain the following benefits.

- Your Strength score increases by 1, to a maximum of 20.
- You gain proficiency with carpenter's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action you can inspect the structure of a building, identifying any weakness in the construction.
- You can spend 10 minutes working on an area of a building, such as a door or window, to reinforce or barricade it, or remove a barricade or weaken the structure. This requires 5 GP of simple materials, such as nails and wood, and carpenter's tools. This process either raises or lowers a material's armor class by 2 or reduces its hit points by half.

DERVISH FIGHTER

You learn to strike swiftly with your attacks becoming a blur of blades across the battlefield. You gain the following benefits.

- Your speed increases by 5 feet.
- When you hit a creature with a melee attack you may move as part of the attack. This movement does not provoke opportunity attacks from the hit creature.
- When you hit a creature with a melee attack that you haven't hit this turn, you get a +2 to the damage roll of the weapon's damage type.

DRUIDIC TRAINING

You've studied the techniques of the druids, and can mimic some of their abilities. You gain the following benefits.

- Your Wisdom score increases by 1, to a maximum of 20.
- You learn the Druidic language, as detailed in the Druid class features.
- You gain one use of Wild Shape, as detailed in the Druid class features. Your Beast Shape is like that of a 2nd level druid, unless otherwise stated.
- You regain 2 hit points for every 5 levels of druid you have when you use your Wild Shape feature.

EXPERT HUNTER

Your dedication to the hunting of a specific type of creature grants you the following benefits.

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain one Favored Enemy, as detailed in the Ranger class features.
- You gain an additional +1 to damage rolls against your favored enemy for every 5 levels of Ranger you have.

FAITH HEALING

Your conviction to a cause grants you a swell of divine power. You gain the following benefits.

- Your Constitution score increases by 1, to a Maximum of 20.
- You gain 10 points that you may spend to use the Lay on Hands feature, as detailed in the Paladin class features.

HEROIC INSPIRATION

Your words and song can inspire heroic actions in your allies. You gain the following benefits.

- Your Charisma score increases by 1, to a maximum of 20.
- You gain one use of Bardic Inspiration as described in the Bard class. Your Bardic Inspiration dice is a d6.
- You gain an additional use of Bardic Inspiration for every 5 levels of Bard you have.

HONED RAGE

Focusing into your inner rage, you make yourself a terrifying force on the battlefield. You gain the following benefits.

- Your Constitution score increases by 1, to a maximum of 20.
- You gain one use of the Rage feature as detailed in the Barbarian class. Your rage damage is +2 unless otherwise stated.
- You gain +1 to rage damage for every 5 levels of barbarian you have.

INNER FOCUS

Through meditation you are able to tap into a hidden wellspring of power called Ki. You gain the following benefits.

- Your Wisdom Score increases by 1, to a maximum of 20.
- You gain 2 Ki points, and learn one of the following abilities, as detailed in the Monk class features. Flurry of Blows, Patience Defense, or Step of the Wind.
- You gain a +1 to the damage rolls of Unarmed strikes for every 5 levels of Monk you have.

INSTRUMENTAL MASTERY

You are a master of an instrument, be it wind or string, and your melodies invoke emotion with your performance. You gain the following benefits.

- Your Charisma score increases by 1, to a maximum of 20.
- You gain proficiency with one instrument of your choice. If you are already proficient with that instrument, you add double your proficiency bonus to checks you make with it.
- By playing the instrument you are proficient in you can effect the mood of others. As an action, you can select a number of creatures equal to your charisma bonus, those creatures gain a +1 bonus to attack rolls if they are your allies, and a -1 penalty to attack rolls if they are hostile towards you.

MAGICKALLY GIFTED

You have a natural talent for magic, and manipulating it. You gain the following benefits.

- Your Charisma score increase by 1, to a maximum of 20.
- You gain 2 sorcery points, as detailed in the Sorcerer class features.
- You learn one Metamagic feature, as detailed in the Sorcerer class features.
- You learn one cantrip from the sorcerer class list that requires an attack roll.

PACT GIFTS

You forged a strong relationship between yourself and an otherworldly patron.

- Your Charisma score increases by 1, to a maximum of 20.
- You gain the ability to cast one 1st level spell from a Expanded Spell list, detailed in the Warlock class features, at will once. After this feature is used, you must finish a long rest.
- You gain one Pact Magic spell slot if you have levels in Warlock.

PERSISTENT STRIKE

You've learned to analyze your enemies weaknesses, and can strike the weakpoints in their defence, dealing additional damage. You gain the following benefits.

- Your Dexterity increases by 1, to a maximum of 20.
- You gain the Sneak Attack feature, as detailed in the Rogue class features, as well as 1d6 sneak attack damage. This dice adds on to any additional Sneak Attack dice you may have.
- You gain a +1 bonus to your sneak attack damage for every 5 levels in Rogue you have.

SILVERED TONGUE

Your words can move mountains and slice through men like knives. You gain the following benefits.

- Your Charisma score increases by 1, to a maximum of 20.
- You gain proficiency with either Deception or Persuasion. If you are already proficient with one of those skills, you may choose to add your proficiency bonus twice to that skill.
- Wisdom (Insight) checks contested against your Charisma (Deception) checks have disadvantage.
- Charisma (Persuasion) checks you make against creatures that are friendly towards you have advantage.

THROWING MASTER

You master the Dagger, Handaxe, Light hammer, Javelin, and Dart. You gain the following benefits when using any of them.

- You gain a +1 bonus to attack rolls you make with the weapon.
- Attacks you make at range with the weapon ignore half cover and three-quarters cover.
- As part of the attack action, if you make a ranged attack with the weapon you may draw another as part of the attack action. This property can only be used once per turn.

WHIP MASTER

The whip is an unruely weapon, but learning to master it can be rewarding. You gain the following benifits.

- You gain a +1 bonus to attack rolls you make with a whip.
- When you use a whip its damage die changes from a d4 to a d6.
- When you score a critical hit with a whip you may cause the target to make a strength saving throw against being knocked prone, or a dexterity saving throw against being grappled by you. Save DC = 8 + proficiency bonus + Strength or Dexterity modifier.

WOOD WORKER

You are skilled at your craft with wood and have mastered making things in short time. You gain the following benifits.

- Your Dexterity score increases by 1, to a maximom of 20.
- You gain proficiency with Woodcarver's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- During a short rest you can carve out ammunition for ranged weapons. By spending 1 hour you can gather enough materials to craft d10 worth of arrows or bolts, these bolts have a -2 to damage rolls.